

3. Camilo

Program Name: Camilo.java

Test Input File: camilo.dat

Camilo is fascinated with patterns and has come up with one that he thinks is interesting. Using a single integer value, he creates an asymmetrical arrow shape.

Study it carefully and see if you can write a program to create these shapes.

Input: Several integers N, such that $3 \leq N \leq 20$, each on one line.

Output: For each integer N, an asymmetrical arrow shape as shown below, relative in size to the value N. A blank line will follow each arrow shape.

Sample input:

3
4
5

Sample output:

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